

ODIN

Focus: Hill Fort

Bonus:

- Human units regenerate
- Respawning ravens to explore
- Hill Fort units have more hitpoints
- Villagers hunt faster



Great Hunt



Lone Wanderer

THOR

Focus: Longhouse

Bonus:

- Special Armory available in all ages
- Dwarves gather food and wood faster (in addition to gold)
- Dwarves cheaper



Dwarven Mine



Pig Sticker

LOKI

Focus: Myth Units

Bonus:

- Heroes in combat summon myth units on their own
- Myth units cost less favor
- Ox Carts cheaper, faster, weaker



Spy



Eyes in the Forest



FREYJA cavalry



Forest Fire



Valkyrie



Aurora Borealis



Thundering Hooves



HEIMDALL buildings



Undermine



Einherjar



Elhrimnir Kettle



Safeguard



Arctic Wind



FORSETI infantry



Healing Spring



Troll



Hamarrtroll



Hall of Thanes



Mithril Breastplate



FREYJA cavalry



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Safeguard



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NJORD ships/hill fort



Walking Woods



Kraken



Mountain Giant



Long Serpent



Ring-giver



Wrath of the Deep



SKADI axemen



Frost



Frost Giant



Rime



Winter Harvest



Huntress' Axe



BRAGI ulfsarks/MUs



Flaming Weapons



Battle Boar



Call of Valhalla



Swine Array



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BALDR siege/cavalry



Ragnarok



Fire Giant



Arctic Gale



Sons of Sleipnir



Dwarven Auger



TYR infantry



Fimbulwinter



Fenris Wolf Brood



Jormund Brood



Berserkergang



Bravery



BALDR siege/cavalry



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Bravery



HEL myth units



Nidhogg



Fire Giant



Frost Giant



Mountain Giant



Rampage



Granite Blood



TYR infantry



Fimbulwinter



Fenris Wolf Brood



Jormund Brood



Berserkergang



Bravery

Archaic Age

Town Center	Ox Cart
Gatherer	Husbandry
Ulfark	Hunting Dogs
Ox Cart	Hand Axe
Dwarf	Pickaxe

House

Dock

Fishing Ship

Wooden Wall

Norse

Temple

Buildings

Units

Improvements

Classical Age

Masons

Plow

Bow Saw

Shaft Mine

Farm

Longhouse

Ulfark

Throwing Axeman

Raiding Cavalry

Hersir (Hero)

Medium Infantry

Medium Calvary

Longboat

Transport Ship

Purse Seine

Enclosed Deck

Stone Wall

Sentry Tower

Signal Fires

Watch Tower

Crenelations

Armory

Copper Weapons

Copper Mail

Copper Shields

Heroic Age

Architects

Fortified Town Center

Irrigation

Carpenters

Quarry

Heavy Infantry

Heavy Calvary

Levy Longhouse

Drakkar

Dragon Ship

Salt Amphora

Archer Ship Cladding

Carrier Pigeons

Boiling Oil

Bronze Weapons

Bronze Mail

Bronze Shields

Market

Ox Caravan

Ambassadors

Tax Collectors

Hill Fort

Huskarl

Jarl

Portable Ram

Draft Horses

Heavy Infantry

Heavy Cavalry

Levy Hill Fort

Mythic Age

Flood Control

Champion Infantry

Champion Cavalry

Conscript Longhouse

Reinforced Ram

Naval Oxybeles

Conscript Sailors

Iron Weapons

Iron Mail

Iron Shields

Burning Pitch

Coinage

Ballista

Champion Infantry

Champion Cavalry

Engineers

Conscript Hill Fort

Wonder